What is claimed is:

1. A system for object tracking path generation, comprising:

a digital media player having a player interface for playing a digital media file having a plurality of frames; and

a tracking path processing unit, comprising:

a position definition module to define position data of an object in at least a first frame and a second frame of the frames via the player interface when the digital media player plays the digital media file; and

a path recording/generation module to record the position data defined by the position definition module, and time data of the first and second frames, and generate an object tracking path of the object in the digital media file according to the position and time data.

2. The system of claim 1 wherein the tracking path processing unit further comprises a frame interval definition module to define a frame number between the predetermined first and second frames.

3. The system of claim 1 wherein the tracking path processing unit further comprises a shape determination module to determine shape data of the object in the predetermined first and second frames.

4. The system of claim 3 wherein the path recording/generation module further records the shape data and integrates it to the object tracking path.

5. The system of claim 1 wherein the digital media player further simultaneously plays the digital media file and the object tracking path in the player interface according to the time and position data.

6. The system of claim 5 wherein the tracking path processing unit further comprises a path adjustment module to adjust the object tracking path when the digital media file and the object tracking path are simultaneously played in the player interface.

7. The system of claim 6 wherein the tracking path processing unit further comprises a transformation module to transform the object tracking path to a specific format according to the position and time data.

8. The system of claim 1 wherein the specific format comprises binary format for scene (BIFS).

9. A machine-readable storage medium storing a computer program which, when executed, directs a computer to perform a method of object tracking path generation, comprising the steps of:

playing a digital media file having a plurality of frames by a digital media player having a player interface;

defining position data of an object in at least a first frame and a second frame of the frames via the player interface when the digital media file plays;

recording the position data, and time data of the first and second frames; and

generating an object tracking path of the object in the digital media file according to the position and time data.

10. The storage medium of claim 9 further comprising defining a frame number between the predetermined first and second frames.

11. The storage medium of claim 9 further comprising determining shape data of the object in the predetermined first and second frames.

12. The storage medium of claim 11 further comprising recording the shape data and integrating it to the object tracking path.

13. The storage medium of claim 9 further comprising simultaneously playing the digital media file and the object tracking path in the player interface according to the time and position data.

14. The storage medium of claim 13 further comprising adjusting the object tracking path when the digital media file and the object tracking path are simultaneously played in the player interface.

15. The storage medium of claim 14 further comprising transforming the object tracking path to a specific format according to the position and time data.

16. The storage medium of claim 9 wherein the specific format comprises binary format for scene (BIFS).

17. A method for object tracking path generation, comprising the steps of:

defining position data of an object in a plurality of frames of a digital media file via a player interface when the digital media file plays;

recording time data of the frames and the position data; and

generating an object tracking path of the object in the digital media file according to the position and time data.

18. The method of claim 17 further comprising determining shape data of the object in the frames, and integrating the shape data to the object tracking path.

19. The method of claim 17 further comprising adjusting the object tracking path via the player interface when the digital media file and the object tracking path are simultaneously played.

20. The method of claim 18 further comprising transforming the object tracking path to a specific format according to the position, time and shape data.